

HACKING TIPS - BACK TO BASICS, HACK BY NUMBERS!

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number 81

# GAMESHARK

MAGAZINE



V.S.



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## GRAN TURISMO 3: A-SPEC

By Trevor

The last few days have been really rough. GT3 has ruined the time between goes and ready to go, that it's caught up putting the best time on it. At 85 on my way to work, the levels crossing all levels of traffic, taking the needles, keeping my speed up through the curve. People fear the route in eastern European violence, but the way GT3 has changed my driving style is much more frightening.

Remember that you can choose your vehicle from a catalog of and the cars are genuinely increased in visual beauty. Every little detail of every make of every model is represented. You can take a photo of an 807, put it next to a screenshot of a GT3 807 and they would look almost the same.

But, looks mean everything, right? Well, there can't be exactly like their looks, I understand, too. Front wheel drive can pull while rear wheel drive can push, and you can feel the difference. Rear wheel drive has greater side-to-side weight transfer through turns, and you can feel the difference. Faster while driving straight saves you down and braking while turning makes you think, and you can feel the difference.

Now, the country doesn't stop there. The minimum maneuvering time of vehicle contamination is true to reality. You can't just exploit a turbo tilt in any way, only on cars that are setup for turbos. Don't worry though, there are over a hundred different ways to maneuver your vehicle, so don't worry about it. Everything from drifting to drifting to drifting to suspension can be upgraded and increased slightly to your needs.

Nothing past the policy equation. In the track surfaces, tires grip to asphalt, grip to dirt and even on wet surfaces. You can be in the midst of a drift on a relatively dry track, and as you go up an embankment onto dry track your tires will grip. When you go off track, there are even slight differences between driving on grass and driving on dry dirt.

I really only have two complaints, the first being the camera options. Never again must I have to adjust options; while in the car, sitte behind the car and be behind the car. Ridge River forced you to only the first-person view, and GT3 has followed suit. I realize that this won't make to anyone who likes either of these two options, but there are plenty of driving game fans who prefer to use the third option, and we've been left out in the cold. The other complaint would be for the jiggles we're noticing, but that's more the PS3's problem than the game's.

Overall this is about as close to perfection you can come without utilizing it. It's the ultimate in the most realistic motor race on a console. If you want an enjoyable and fulfilling driving challenge, the racing, rally and TT events contained in this game will keep you happy for months.

## TWISTED METAL BLACK

By Eric

Finally a game worthy of the hype which succeeded its black book of a mention. I must say, I liked that game, but of course, Twisted Metal Black.

In my less-than-humble estimation, Twisted Metal Black is the first game truly worthy of the corona of the future which just to happen to be primarily immature.

Twisted Metal Black is classic, fast, sharp. It has a death God take on the shoot-'em-up and car combat genres, the details are amazing, the speed is blistering, the graphics are stunning, and most amazingly the gameplay is fun and challenging. There's nothing that has ever been taking control of a weapon in just about every other PEGI 16 game as it does.

So with one game, I think I've won over, I am in the mood for a second coming with PEGI 16. I'm more than a little bit excited. Twisted Metal Black is one of two things, either it's a surprising blouse, or it's a Neanderthal of the gaming we have to look forward to. But only time will tell which.

So until then, please excuse me as I take my brain

and set up my PEGI, before I set up my Gamecube,

before I set up my X-Box, before I set up my Game-

Boy Advance. I really must get this which never

completely finished so that I may not only hear my car

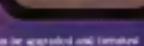
as works with my sense of sight and interior details,

but also, more importantly, so I can get back to the

dark ultraviolence of Twisted Metal Black.

Platform: PlayStation 2  
Genre: Racing  
Developer: Polyphony  
Publisher: Sony

OVERALL RATING: 9.6  
Graphics: 9.5  
Sound: 9.0  
Control: 9.5  
Fresh Factor: 10.0  
Gameplay: 9.0



## 18 WHEELER

By Eric

By far my favorite game, 18 Wheeler is unique. Giving players the opportunity to race 18-wheelers, head to head, or to Arcade Mode. It's crazy watching the unpredictable, mindless cars into the path you're required to make what can be a very needed time. Racing is very satisfying. Plus, like the trucks, the trucks like to dump cargo out of the back of your trailer to steal cheap opportunities, getting past points, vehicles for damaged cargo, and being able to travel through highways and make this game that's just fun.

Unquestionably the biggest downside to 18 Wheeler is the game file. This game is short. Really short. In Arcade Mode, there are 4 stages and it's very possible to get through. And instead of gradually increasing the difficulty to pass through stage after stage, Sets decided to make the difficulty level nearly impossible after a couple of more (and changing your difficulty setting after Optimus departs) to get through to compensate for the brevity. The only game makes you get into Arcade, Versus (both standard) and Thinking and Screen Modes. There's nothing to unlock here, and the Sets requirement saves too many, so after a few hours, there's not much more to keep this game from sinking in your soft unless you and a friend are looking for some out-of-the-norm 2-player action.

Like Crazy Taxi and Crazy Taxi 2, 18 Wheeler American Pro Trucker is an all too familiar Sega story: a refreshing take on an old genre, featuring great animation, sharp graphics, but crippled by lack of depth.

Still, this game proves several hours of fun gameplay, and even if this doesn't do the sort of shelf shelf, you'll find yourself coming back to it every so often, just because what it offers is a lot of fun.

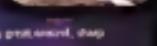
Platform: PlayStation 2  
Genre: Racing  
Developer: Incent  
Publisher: Sony

OVERALL RATING: 9.8  
Graphics: 10.0  
Sound: 10.0  
Control: 10.0  
Fresh Factor: 10.0  
Gameplay: 9.0



Platform: General  
Genre: Action  
Developer: Sega  
Publisher: Sega

OVERALL RATING: 8.0  
Graphics: 8.6  
Sound: 8.0  
Control: 9.0  
Fresh Factor: 8.0  
Gameplay: 8.0



## CONFIDENTIAL MISSION

By Eric

I love going into the arcade and dropping quarters into various games. I find it very relaxing to shoot up whatever bad guys. Or, of course, it's nice to play this game and get a good score today. That's nice, but unfortunately I was lost alone, a wet hen, still trying to figure out what should have been. Action. Let me explain you.

Take control of a C4 armed agent and find the plane for the satellite. You and a partner play together and about as many bosses as you can.

Now, I don't know if I'm a complete disaster or a complete at-one-time or other, and they either know you away or you disappear. Well, this is a disadvantage.

The one thing that bothered me the most was the lack of control over where you are allowed to move. In most games you can either move left or right, but here you have to lay flat. The computer controls when you advance to the next area and it throws you right into the center of fire. What's up with that? The gun on the gun is terrible, and the controls are sluggish and slow. This game can be beat in about an hour with just one player and it isn't that challenging. They should have added more levels, and make your partner actually shoot the enemies with you (1 Player games). This game is a lost cause.

The graphics are decent and the sound is fine, but where is the blood? You should the essentials and there is no blood. Photo bed. The lack of control and cheap graphics make this game a racist, only title. You can use a light gun (even though it doesn't say so on the back of the game) and it makes it a little more interesting. With the bad storyline and lack of control, this game is one I advise to stay away from. If you are in the market for a good shooter, try something else. Done.

Platform: Dreamcast  
Genre: Action  
Developer: Sega  
Publisher: Sega

OVERALL RATING: 5.6  
Graphics: 7.5  
Sound: 7.5  
Control: 5.0  
Fresh Factor: 4.5  
Gameplay: 5.0



## Alone in the Dark: The New Nightmare

By Nick

There hasn't been a *PlayStation* game worth owning in months, until now. The long dry spell is finally over with the release of *Alone in the Dark: The New Nightmare*. Superb graphics, challenging puzzles, and eerie voices will have you playing until the wee hours of the morning.

Alone in the Dark's newest has one of the PlayStation's best qualities when it comes to graphics. Clipping is almost non-existent. Everything is rendered in 3D, now you must make good use of your keyboard to reveal what is hiding in the darkness. The game is also very atmospheric, and it plays well with all different screen and light. The characters are pretty well detailed, especially the woman, Alice. The CG models are beautiful, and creepy, and the camera angles used while playing the game are like watching from a *The Verboten* movie, alive (but at a different angle).

The soundtrack is excellent, as it also reinforces the danger that may be around everywhere. The music acts to link between levels and missions but it doesn't take anything away from the experience. The voices have the usual vocabulary of "Wretched" and "Abominable," but some of the other voices can induce goose bumps with sheer screaming.

The game has lots of items, like any other survival horror game, the left and right directions because locate the characters and forward makes you walk in the direction you're facing. However, when the flashlight is equipped, you can use the left analog stick point it in any direction. This is required frequently in the game as many items are hidden in the dark. Picking up these items is a bonus, as the odds of finding them is great.

What makes this game so appealing is the story. It's so horrifying, gruesome, and taboo you will have a hard time believing it's just a game. Also, you can play through as either Alice or a werewolf, both of whom look awful! (I prefer Alice). As the title, *Alone*, the story will focus on the infections that took over Shadow Island, and how to stop the evil from spreading. As the woman, Alice, the plot is related to the lineage of the Merkin family and its relationship with her twin brother, Harry.

With two roles to explore, two characters to capture with, and challenging puzzles that require much insight, this game should keep most people busy for quite awhile. Alone in the Dark: The New Nightmare is an above average survival horror game with a few new twists and a compelling story.

## Final Fantasy chronicles

By Gregor Boy

When news about the collapse of the States, there were kidnaps and plane hijackings everywhere. We waited years, damn it! It took Square-EA 3 years to get *Final Fantasy VII* and *Final Fantasy VIII* for us to receive, I doubt we would have gotten this title given. So, were the 4 years of waiting really worth it? To be honest, yes, but *Final Fantasy IX* should be appreciated at.

If you enjoyed the game, you will love this *Chronicles*.

Some new mechanics are added to the game, and I mean re-invented the old FFVII. While the game was first released, *Final Fantasy VII* was very linear. *Final Fantasy IX* got that first time around, so it's time to have some variety. It features more locations, new weapons, and other smaller details. There are also several new characters in the game. The new characters really bring the game to life. There's a much more adult theme, and several key locations now have a bit more time.

With the exception of the Memory Card screenshots taking forever, the port pulled through mostly intact. The only thing holding it back from being a perfect conversion are the sound effects, which were muffled.

And then we have the release of the really popular *Final Fantasy IX*. In some ways, it's better than FFVII, but its new home on the *PS2* has it suffering some bizarre load times, as the save size, there are new *Final Fantasy* characters, which are very nice. This game features lots of cutscenes, a protagonist who's succeed in a few missions, and a princess who's still a childchild friend. The game is in the middle of the game, so there's still a lot to play. The game will please the fans and as a result, it's a hit.

At \$60, the bundle isn't bad. As long as you don't mind about waiting a few extra seconds here and there, without great trip down memory lane it's headed your way.

Platform: PlayStation  
Genre: Adventure  
Developer: Infogrames  
Publisher: Infogrames

OVERALL RATING: 8.0

Graphics: 9.0

Sound: 7.0

Control: 8.0

Fresh Factor: 8.0

Generics: 8.0



Platform: PlayStation  
Genre: Adventure  
Developer: Infogrames  
Publisher: Infogrames

OVERALL RATING: 8.0

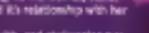
Graphics: 9.0

Sound: 8.0

Control: 7.0

Fresh Factor: 8.0

Generics: 8.0



Platform: PlayStation  
Genre: RPG  
Developer: SquareSoft  
Publisher: Square-EA

OVERALL RATING: 8.7

Graphics: 9.5

Sound: 7.5

Control: 9.0

Fresh Factor: 9.0

Generics: 8.0



Platform: PlayStation  
Genre: RPG  
Developer: SquareSoft  
Publisher: Square-EA

OVERALL RATING: 8.7

Graphics: 9.5

Sound: 8.0

Control: 9.0

Fresh Factor: 9.0

Generics: 8.0



## Donkey Konga 2

By Gregor Boy

Here, *Donkey Konga* would consider this a throwaway title, considering the platform it's on.

The latest incarnation of Nintendo's medical, *Donkey Konga* is a game that is a quick release to acquire an angry bird that is still worthy for spending 100+ games and crashing at the same time.

For those who haven't been to the India doctor, it's your job to eradicate rats that are infesting the world. By smashing 3 of the same colored pits to a virus, you delete them. You can play by yourself, or challenge three of your best patients...er...friends. If that doesn't work, you can challenge the computer to a couple levels.

While the game still feels like there's nothing really added to it, other than a bunch of *Paper Mario* inspired themes and a few new characters.

If you really want to play the game again, try all three grab it for the low price price. The next one will wait for a second opinion.

Platform: Nintendo 64  
Genre: Puzzle  
Developer: Nintendo  
Publisher: Nintendo

OVERALL RATING: 7.0

Graphics: 7.0

Sound: 7.0

Control: 7.0

Fresh Factor: 7.0

Generics: 7.0

Platform: Nintendo 64  
Genre: Puzzle  
Developer: Nintendo  
Publisher: Nintendo

OVERALL RATING: 7.0

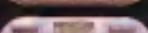
Graphics: 7.0

Sound: 7.0

Control: 7.0

Fresh Factor: 7.0

Generics: 7.0



Platform: Nintendo 64  
Genre: Sports  
Developer: Activision  
Publisher: Neversoft

OVERALL RATING: 9.0

Graphics: 8.5

Sound: 9.0

Control: 7.5

Fresh Factor: 8.0

Generics: 8.0

Platform: Nintendo 64  
Genre: Sports  
Developer: Activision  
Publisher: Neversoft

OVERALL RATING: 9.0

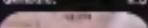
Graphics: 8.5

Sound: 9.0

Control: 7.5

Fresh Factor: 8.0

Generics: 8.0



Platform: PlayStation  
Genre: RPG  
Developer: SquareSoft  
Publisher: Square-EA

OVERALL RATING: 8.0

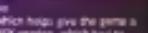
Graphics: 9.0

Sound: 8.0

Control: 9.0

Fresh Factor: 8.0

Generics: 8.0



## Tony Hawk's Pro Skater 3

By Gregor Boy

*Tony Hawk 3* is an expansion of the theme set in the first entry. By playing around versus mode, and if open to contests you have to work to participate. In order to gain experience, you have to practice. The game includes maintaining energy, eliminating letters that spell out a 4x4x4, collecting rings, and points, and winning high scores. While the stages, you'll also get a chance to unlock hidden challenges. Regarding requirements, some of the pros will be able to control include Tony Hawk, Steve, Bob Burnquist, Geoff Rowley, and more. If you're unwilling to isolate in the professional shadows, use the controller to place yourself in the game.

One of the most crucial aspects in a game like this is the control set-up. While sorting over the layout will enough, the Hawk controller does this game no justice. Trying to pull off the various tricks with the C buttons is not easy. Often times you'll find yourself pressing the wrong button, or pressing the same button twice, since A is the same as C both in Hawk and C Left. Confusing, not? Then there's the using which, which is a lot, since all requires. The O Pad, which is about the only choice you have, is a bit odd when it comes to performing certain tricks. It's not as easy as using the C buttons, but it's not as bad as using the A buttons. The speed at which your character moves is infinitesimally slow. I know all had problems, but I don't think this is what they meant with objectives.

Activities which included Paperboy stopper, which helps give the game a bit of a hand in the technical department. Unlike the PS2 version, we're now stuck with slightly fuzzy wins. Levels are (no quote) *The Transformers movie* "glorious", with excellent use of the environment and the objects within them. My favorite is still in the opening level, where you get to grab the rider of a helicopter. After doing so, the helicopter takes off through the roof, causing the rider to do crazy and unique jumps.

Sounds has always been a problem in the series, but the bogs of the levels never seemed like they were as intense sound infection. Rides against the Archies, Riverman, 5000, and more are encapsulated into the real caps, all in almost top quality. I really couldn't find this was a criticism, with excellent use of the sound effects, with plenty of spilling and noise cases (one board every "Death"). This game and increasing level scores help enlighten the older soundtrack.

For the time the game was released, it was an excellent game and hopefully it will continue to do well. The N64 *THPS2* was a home run, well, but still worth it. If you can handle the L button (riders), while riding, you'll be winning championships like you were the Hawk master.

**Rayman Advance**

By Wendy Doug

For folks new to the gaming world, Rayman has been statistics prevalence household name since the Rayman's launch back in 1995. The framework of the series has the outstanding graphics and the feel of "playing a cartoon." Rayman Advance continues that tradition, setting a new standard for portable graphics.

Rayman Advance is as the graphics in the game play. Super Eight can't be mixed with amazing level design make Rayman Advance a title that will keep you entertained for quite a while. The style of gameplay is a little different than what you're used to. Rayman's style, as the entire game is in a side scrolling platformer, but it still feels like classic Rayman gameplay. Rayman still learns new techniques as he progresses. In the game, he still must run from those deer like tree root capers, and he still has to manage to do all of the really impossible platform leaps that were staples in previous games. The level of up across doesn't hurt the game at all. Ubisoft knows the limitations of the GBA, and works around them, making the best of the resources. Rayman Advance looks and plays remarkable.

The great graphics and graphics are definitely part of what you're going to be looking for when you purchase Rayman Advance. The game is a long and difficult, without a doubt and pretty intense. It's a time consuming game. The fact that some of the levels in earlier editions can only be accessed after completing other missions and techniques later in the game, adds to the longevity. The many levels are well laid out, and very throughout the game, making for a fair game though to entirety. I wasn't bored once, and still have yet to achieve a 100% rating.

Fans of side scrollers, Rayman, and graphics in general should pick up Rayman Advance. It's definitely the most impressive of the early GBA titles, and will serve as the graphical standard for a long, long while.

**Tony Hawk Pro Skater 2**

By Eddie Ray

Surprisingly, this version of the Hawk series is more fun than could possibly be contained in a solid unit. That being said, the controls are very, also only to the screen size, concerning, the different arcs when trying to land is fairly unique. Being able to recognize a Auto Air is the difference between a 25,000 point trink with your special meter issued, or bringing the coping with you feet and nothing to get your speed back.

The layout of the levels does incorporate the age of interconnect with them, so you can track your character around certain obstacles, and the does causes a lot of confusion until you are familiar with the levels. One thing that I didn't notice in the game was anything that was uncooperative. Though some objects like plants and berries may be a bit out of scale, the game was completely lacking any amount of obstacles, that are supposed to intercept a board or update or harm.

Though there's the obvious lack of a soundtrack, like the cartoonish sound effects, an absence of music, adds to the sound around the board. The music goes well, but the familiar Chris sound that you always expect from Hawk will either, but something more like standard background music in most console game titles.

The control was my major problem with this title. And perhaps it has more in the unit itself than the game. Tony Hawk is a game that you move your controller to, whether you're trying to stretch out the grind, or weaving through the air, you move with the action. And with the Game Boy Advance this is something that you cannot do, due to the lighting and the screen. The better competition takes a little more thought than a console version as well, but they've been working with confidence less. So, will it still thrive if you give up on mastering the tricks. I will still mind like I do on the console, but I'm much better now than the first time I played through.

Author's note: His unfinished a game that I thought not position on a handheld, but also with some quirks that are harder to deal with on the small screen. His patience this could provide endless enjoyment as you replay the levels over and over. But, on the flip side, those that are easily frustrated or those expecting con-take-levels gaming on a Game Boy Advance may want to borrow the game first.

Platform: GBA Advance  
Genre: Adventure  
Developer: Phillips Fellow  
Publisher: UbiSoft

OVERALL RATING: 8.1  
Graphics: 9.5  
Sound: 7.0  
Controls: 9.0  
Punch Factor: 7.0  
Gamerlife: 8.0



Platform: GBA Advance  
Genre: Action  
Developer: Neversoft  
Publisher: Activision

OVERALL RATING: 8.8  
Graphics: 9.5  
Sound: 9.0  
Controls: 8.0  
Punch Factor: 10.0  
Gamerlife: 10.0

**Tomb Raider: curse of the sword**

By The Egg Kozitz

Tomb Raider: Curse of the Sword looks plucked from New York fashion to new Orleans sweepstakes as they run, jump, climb and fight to uncover the mystery behind a secret sword. Throughout the game, players will explore a variety of action-packed locations including abandoned subways, swampy jungles and even an underwater submarine. Additionally, Tomb Raider: Curse of the Sword comes with lots of amazing animation effects and a variety of puzzles such as reactivating generators to access elevators and firing a cannon to clear a room.

The gameplay is awesome. It's surprisingly difficult to pull off some of Lara's jumps by just pressing up instead of pressing an actual button, but once the game isn't fast-paced, it is throwable. Also, there is no fail in the game that is actually hard to beat. With most enemies, you just need to load down and shoot; the last ones need enough to actually kill you. They just stand there and shoot over your head.

The graphics are very good for Game Boy Color. The sound isn't that great, even if you don't care about sound on the Game Boy (you know it's almost always game sound). But the sound in this game is amazing. It's so inviting you have to turn the volume down.

Overall, this Tomb Raider is a pretty decent game. It's could have been better, but when you look it's consideration that these are lots of traps and holes required, her pace makes sense. Also if you need to move faster, you give the option of using a run button. This Tomb Raider game makes a nice transition for the might be of the Game Boy.

**Zelda: Oracle of seasons/ages**

By Christopher

Materials original RPG from meteoroid has been trapped in the Polynesian-sons of a racing game. Is this the end of our habitat? Will He become the weakest link? Not by a long shot.

First, don't let the chaotic car thing get you. There really is a difference between the first Oracle of the Ages and Oracle of the Seasons in game play (one's a mere vehicle, the other's a bit more puzzle), but in terms of graphics, sound, and control, they're pretty much identical here. This time around Link must save Hyrule, a goal that can help stop Ganon, a which determines to use the Oracle to change history to her will. With Ganon in hand and an army from Akuo, we begin the journey.

Fun of the Zelda series will instantly recognize the graphics from the Super Nintendo days. Characters and enemies have been slightly reworked, with some minor new enemies and bosses as well. Like the original, you'll have to clear gauges to work through. In order to rescue the Elements of Time, you'll also have access to story specific items, animal helper friends, many to others, and there are also rings to find which will allow you special tricks, like turning into an octopus. The maps are large, and change as you hop between them.

There are over 30 hours worth of game play between the two games, which includes linking the two and trading off the secrets and certain items that you find. Thanks to Capcom and Nintendo, the Game Boy Color will go out in style.

Platform: Game Boy Color  
Genre: Adventure  
Developer: Core  
Publisher: Activision

OVERALL RATING: 7.8  
Graphics: 9.5  
Sound: 7.0  
Controls: 8.5  
Punch Factor: 7.0  
Gamerlife: 8.0



Platform: Game Boy Color  
Genre: Adventure  
Developer: Capcom  
Publisher: Nintendo

OVERALL RATING: 7.9  
Graphics: 9.0  
Sound: 8.0  
Controls: 7.5  
Punch Factor: 7.0  
Gamerlife: 8.0



# to hack with it

## Back To Basics (Part 2.5) Hack by Numbers!(N64)

By FNG

### Nintendo 64 GameShark Pro.

Last week I showed Playerson.com 64 owners how to find a code for infinite HP in RPG games, today I'd like to show you a similar example this week for the N64. I won't be doing an HP, instead, I'm going to show you how to create an Infinite Ammo Code. This is done almost EXACTLY like the PlayStation hacking tip for infinite HP, except we're looking for ammo this time. I'll be using a copy of Chopper Attack (N64) for this hacking tip, so if you have a copy, feel free to hack right along with me.

1. Boot up your GameShark Pro and choose "Start Game Without Codes" - Be sure that the Code Generator is off.



2. Start up a Mission and choose a Pilot/Helicopter.

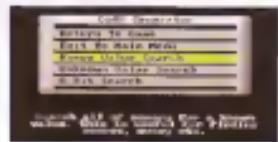
3. Choose some AGM, AAH, and ADAH missiles then begin the mission.



4. Once in the game, press the GameShark button. The GS button is located on the front of the N64 GameShark. Pressing the GS button will bring up the main menu. Choose "Code Generator".



5. In the "Code Generator" menu, highlight "Known Value Search" and press the "A" button.



[www.gameshark.com](http://www.gameshark.com)

6. In the "Known Value Search" menu, highlight "Equal To (0-255)" and press the "A" button. Change the "Equal To" value to 10 and press the "A" again (we're looking for the number of AGM missiles).



7. Return to the game and fire off 3 AGM Missiles.

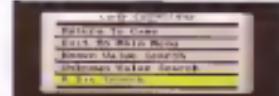
8. Press the GS button to return to the "Code Generator", highlight "Equal To" and press the "A" button. Change the value to 6 and press the "A" button.

9. Return to the game and fire off 2 more AGM Missiles.

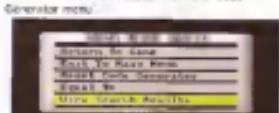
10. Press the GS button to return to the "Code Generator", highlight "Equal To" and press the "A" button. Change the value to 6 and press the "A" button.

11. **NOTE!**

If you ever perform this type of search in a game, and there are 0 possibilities, you may need to search in 16-bit mode. To change the mode type 0 to 16-bit. In the Code Generator menu, highlight "16-bit Search" and press the "A" button, it will change to 16-bit Search.



11. When the fewest number of possibilities are left, choose "View Search Results" from the "Code Generator" menu.



12. In a few seconds, a list of possibilities will appear on the left side of the screen under "Possibilities" and HQ codes will appear under "Active Codes".

13. Highlight one of the possibilities from the list on the left and press the "A" button to add it to the "Active Codes" list on the right.



14. Return to the game and fire off a few AGM missiles. If the number of AGM missiles remains the same, then you've found the correct code! If not, press the "G-Left" button to remove the non working code and repeat steps 13 & 14 until you find the code that keeps your kill at 1 value. (It should not increase or decrease.)

15. Repeat this process to find the addresses of the AAH and ADAH missiles.

(Remember, the AAH and ADAH missiles start off with a count of 0/0 before you fire any off, perform a "Known Value Search" for 0/0, not 19.)

00129438 1000 will be the correct address for AGM missiles.

Once you've found the right address, you may change the value of that address by highlighting the value field and by pressing the "C-Right" button. The value can be increased or decreased by pressing up or down on the D-Pad. Once you've adjusted the value to a specific amount, press the "A" button to accept the change. Another useful feature is the ability to jump between hexademal and decimal by pressing the "Z" button. (You'll know when you're in "HEX" mode if any number over 9 changes to a letter between A and F.)

Break it down: F901

00129438 1001

00129438 The address in the N64's memory where the amount of AGM missiles is stored.

1000 The value of the number of AGM missiles left.

16. The 1000, or value, can be anything between 0 and 255 in decimal, or F and FF in hexademal.

17. **NOTE:** The 1000, or value, can be anything between F and 0535 in decimal, or FF and FFFF in hexademal.

**NOTE: CAREFUL NOT TO INCREASE THIS VALUE TOO MUCH!!**

If the value of any address is set too high, the game may crash or the code may cause some undesirable effects to the game.

Now that we've found the correct code, how do we use the code we found? This is a simple task, the value of the address must be in hexademal format to be usable by the GameShark. Press the "T" button, and the value will be changed into hexademal format: 00129438 0001 will become 00129438 00FF

Break it down again: F901

00129438 255

00129438 FF

00129438 Where is the N64's memory the amount of AGM missiles is changing.

255 The value of AGM missiles left (255 missiles in hexademal format)

18. The value of AGM missiles left (255 missiles in hexademal format)

The code you'll be entering into your GameShark for "Infinite AGM Missiles" will be 00129438 00FF. Well, I hope someone out there found this somewhat helpful. The "Equal To" searches are great for finding codes, number of lives, armor, and more. If you know the value of something, you can probably hack it code to modify it by using this method.



# XBOX™



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<b>GPU</b>	720 MHz V-Sync
<b>Graphics Processor</b>	256 MB SDRAM and 8 MB VRAM developed by Microsoft and ATI
<b>Total Memory</b>	64 MB
<b>Memory Bandwidth</b>	8.4 Gbytes
<b>Polygon Processing</b>	125 Mpoly/s
<b>Textured Polygon Performance</b>	125+ Mtex/s (interpolated)
<b>Massively Parallel Pipeline</b>	125 Mtex/s
<b>Particle Performance</b>	125 Mparticle/s
<b>Simultaneous Textures</b>	4
<b>Pixel FLS Rate : 16 Textures</b>	4.0 Gtex/s (interpolated)
<b>Pixel FLS Rate : 16 Textures</b>	4.0 Gtex/s (interpolated)
<b>Compressed Textures</b>	Yes (8:1)
<b>Time Anti-Alias</b>	Yes
<b>Worm Polygon Support</b>	Yes
<b>Memory Management</b>	Yes
<b>2-Byte DVD, 10-GB hard disk, 6 MB memory card</b>	Yes
<b>3-Byte DVD/10GB hard disk/10MB memory card</b>	Yes
<b>Audio Channels</b>	20
<b>3D Audio Support</b>	Yes
<b>MOX DLSF Support</b>	Yes
<b>AGP Encoded game sales</b>	Yes
<b>Broadcast Critical</b>	Yes
<b>Software Enabled</b>	Yes
<b>DVD Movie Player</b>	Yes
<b>Parents Control package support</b>	Yes
<b>Game pad included</b>	Yes
<b>Maximize resolution</b>	Yes
<b>Native resolution (3 x 23app frame buffer) (NT)</b>	1024 x 1020
<b>NTSC Support</b>	Yes
<b>Controller Ports</b>	4

Native resolution (3 x 23app frame buffer) (NT)

1024 x 1020

NTSC Support

Yes

Controller Ports

4

When Microsoft announced the Xbox, there was no instant frost over the gaming world. One on one, it was a success and that's about possible. On the other hand, it was a strange, wonderful idea for a launch party to take like never. Miles Boxe bag out. Microsoft now becomes the third part in the trinity triangle.

But what about the system? Once I took a look at the outside of the Game Cube, the X-box is a **HUGE** box, being twice the size of the PS2's and so on. The other hand, it was a strange, wonderful idea for a launch party to take like never. Miles Boxe bag out. Microsoft now becomes the third part in the trinity triangle.

Now the controller me who the system falls apart. Although they took off the right features, the size and orientation of the overall product leaves much to be desired. Buttons are too few and far between, and the D-pad is forgettable. The Japanese version of the controller shows a lot more potential with a smaller scale and better placed buttons. However, on the positive side, the spines does have a long cord, which will satisfy the couch potatoes who play *Madden* on their big screens.

The only upside the X-box has is to jump on the soft side. Microsoft doesn't look as the idea as it seemed in the original process, and the coding times are about the same as the PS2 (not during a launch when you play *Monolith 2002*), and so far there is nothing that looks better than the tool P2 game.

Will Microsoft beat out Nintendo and Sony this year? Can the new system on the block handle the older and (possibly) newer titles of the gaming industry? We're about to find out.

Welcome to the latest installment of Signature Codes! This month we figured we'd be a bit goofy with the special codes, and show you the true power of the GameShark. Ever wanted to just shut down your enemies and have a field day on their helpless selves? What about showing off your Jedi Mind tricks and making various thorn branches float around you? I bet you'd love to make Laura fly around like she was Super Girl. This issue's codes will let you do just that. Enjoy!

### PlayStation 2: Extermination

(M) MUST BE ON  
ECBD317D 1445DC6C

Me So Thorny Mode  
0C188FCC 14468DA7  
4C188FCC 1456800C

Have you ever wanted to have some sort of special ability that no one else had? Ever wanted to have objects float around you as if you were the center of the universe? Well, now you can.

Using the above code set, you'll be able to have a whole circle of thorns float around you, synchronized to your every move.

### PlayStation 2: Twisted Metal Black

(M) Must Be On  
EC84685C1456E60A

Idiot AI  
1C87CB4015F6E79D  
1C87CB441456E7A5

This code will stop the enemy from firing at you; sometimes they won't even see you. This code even works against Minion and the Tankers on WarHawks level. It does NOT, however, effect WarHawk.

### PlayStation: Tomb Raider Last Revelation

Flying Lara: Training Mode  
0D0eb1467ff  
8D1bb8b4fffb0

Is it a plane? A bird? A frog? Not plane, not bird, nor even frog, it's little 'o' Lara Croft. Oh wait...that didn't rhyme. Well, it doesn't matter, because now you too can fly like Underdog, just with more assets. Use the above code to fly over those annoying practice jumps.

### Game Boy: Pokemon Gold & Silver

All Decorations In Your Room  
91ff0db8  
91ff0dc8  
91ff0dd8  
91ff0de8  
91ff0d8  
91ff10d8  
91ff11d8

Okay, I admit it. I love anything based on video games. Toys, posters, the systems themselves, and more. Well, now everyone with a Pokemon Gold or Silver cart can run amok in all the goodies they can shake a Pokeball at. Just use the above codes, head into your room, turn on your PC, and choose Decorations. Bingo! Instant toy kingdom!

# SIG NA TUR E COD ES

Dreamcast:  
ESPN NBA 2 Night  
Keep-Away Mode-Away  
Advantage  
90380BA7000000001

Keep-Away Mode-Home  
Advantage  
90380BA7000000000

Here's one to have fun with. Using one of the above codes will render the team using it 'Super Greedy'. You'll be given the ball after every point and call. Should the opposing team steal it, they'll just stand there until you take it away from them. Go ahead, be a ball hog. We won't tell anyone.

Dreamcast:  
Crazy Taxi 2

Must Be First  
9C5088f8

Press X for Custom Turbo  
902E1FE8AD70409E  
640DDE340000045AD

Must Be Last  
245EECA9

Now you're playing with speed. Ever see a Taxicab scream across the sky?

No ho ho.

It is now officially the holiday season, as gaming goes. I can tell this by the ever-growing stack of games that I still haven't even gotten a chance to open yet taking over my desk. I can also tell this by the quality of the games, which, as the season goes on will slowly slide into the bottomless abyss that is jointly ruled by 3DO and Titus.

You see, right now as I write this it is still October, and some really prime titles are coming out as producers beat their collective chests to show what they have to offer for this holiday shopping season. But the funny thing is, by the time anyone reads this it will be at the other end of the spectrum, the final days of holiday shopping, the "oh crap, I forgot about so-and-so's kid, lets get him a game"

stage of shopping. This is the shopper that is preyed upon, that is thrown sub-par games because they have no idea what they're buying, only who they're buying it for.

But hopefully with the introduction of two new systems this year's last minute shoppers will for once be able to provide an acceptable title, with a bit of luck. There's no way that all of the launch and shortly after launch titles will make it to the shelves the week that they were planned to show up, some may even creep into late December before they even see the shelves, which is when I tend to do my shopping. And I imagine that there will be quite a few new and worthwhile titles coming out even in the historically stagnant month of January, providing little Johnny a chance to

exchange the latest version of Army Men that he received from Aunt Phyllis for something more to his liking, like NBA Shoot Out 2002 or ShadowMan. For once the exchange of games may actually land you a good score, as opposed to the traditional January titles like Worms or NAMCO Museum.

I guess what I'm trying to say is that I'm really busy this year, and with the new systems I imagine I'll be getting much busier, so my gifts are gonna suck, big time. But years don't have to, even if you're a late shopper like me. And if you're on my list, God help you, this year, you'll be able to exchange whatever piece of trash I give you for some kick-ass games, or at least some of those McDonalds gift certificates.

## PLAYSTATION 2

PS2: \$299.99







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2. You can contact us at 1-800-775-4964 and for \$50.00 you will receive an upgrade CD that will upgrade your Standard GameShark to the version 2.0. The version 2.0 will be compatible with all the newest titles.

3. You can send us your standard GameShark along with a check or money order for \$119.99 and GameShark 2.0 along with a check or money order for \$50.00.

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I have purchased the PS2 GameShark and would like to add new code for regular PlayStation games. Is this possible? No, the bonus disk that is included is not updatable. If you would like to add new PlayStation codes on your PS2 you will need to have the GameShark version 3.5 or later or the GameShark Lite.

I just got the latest version of the GameShark 2 and when I try to transfer code saves with the StarkPort I am getting error messages on my PC.

Due to changes in the latest version of the GameShark 2 you will need to download and install the 2.0 version of the StarkPort PC software from [www.interactaccessories.com/download.asp](http://www.interactaccessories.com/download.asp). This new version will allow you to transfer code saves properly with the latest versions of the GameShark 2.

I just got the MegaMemory 8/16 memory card for the PlayStation 2 and I can not get any game to recognize the card.

You need to boot your PlayStation 2 with the included Memory Manager CD. Once the CD loads simply press the start button on your controller. This will give you the option to start your game and allow the game to recognize the memory card.

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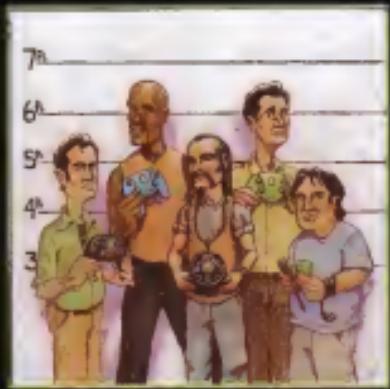
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